LEGO **PRIORITIES**

MINDSCAPE®

1

LOCATION L.O.D.'s ☐ Post office ☐ Police Station ☐ Information Center ☐ Jail ☐ Bank ☐ Store ☐ Hospital ☐ Race Track ☐ Pizzeria
☐☐☐☐☐☐☐ Residential Homes ☐ Beach House ☐ Bleachers/Judge stand,etc.

VEHICLE L.O.D.'s ☐ Street car ☐ Motorcycle ☐ Jetski ☐ Formuls One Race Car ☐ Bike ☐ Helicopter ☐ Skateboard

CHARACTER L.O.D.'s ☐ Infomaniac ☐ Nick Brick ☐ NoraBrick ☐ The Brickster (Shifty) ☐ Mama Brickolini ☐ Papa Brickolini
☐ Pepper ☐ Gas Station guy ☐ Gas Station girl ☐ Doctor guy ☐ Doctor girl ☐ Post Office Guy ☐ Post Office Girl
☐ Race Driver guy ☐ Jetski guy ☐ Banker ☐ Guard/jail ☐ Misc/guy ☐ Hospital orderlies ☐ Shark ☐ Cat
☐ Race Driver girl ☐ Jetski Driver girl ☐ Store Cashier ☐ Capt. D. Rom (cop) ☐ misc. girl ☐ misc ☐ Dog

ENVIRONMENTAL L.O.D.'s ☐ Traffic Lights ☐ Street Lights ☐ Railings ☐ Flags ☐ Mailboxes ☐ Palmtree
☐ Bush ☐ Flower ☐ Tree ☐ Traffic signs ☐ Island ☐ roads ☐ Race lights/display,etc.

DAVE:
Trail Boss

overview
Joshn' Jordy

2

GUI's
BUILD/RACE
BUILD/GAS STATION
BUILD/JETSKI
BUILD/HELICOPTER
BUILD/HAT,WIG:STORE

Registration Book
Art Gallery builds
The BRICKER
ELEVATOR
RESIDENTIAL BUILD
MAP
JUKE BOX ....AND (see gui list)

~~ZAK~~
Bossman:
work w/wes
re: design
overview
Josh, etc. when avail

5

VEHICLE CONTROL PANELS

6

HOTSPOTS:
many

JIMP
w//zak and dave
when available

3

INTERIORS ☐ Post office ☐ Information Center(3 floors) ☐ Jail ☐ Bank ☐ Store ☐ Hospital (2 floors) ☐ Race Track
☐☐☐☐☐☐☐ Residential Homes ☐ Beach House ☐ Secret Cave(s) ☐ Police Station (3 floors)

JIMP
w//zak and dave
when available

4

TOOLS: Priority 4

~~ZAK~~
w/all
when available

7

ANIMATIONS: oodles upon oodles will be required:Level 1: location/character activities (3rd person) to level 10 (game play)

DAVE
with ZAK, JIMP
all

8

Misc.: they'll be plenty of misc. including hard-core debabilizin'

9

Videos for TV (documentaries ala Gump)

PRIORITIES II
the specifics

MINDSCAPE®

LOCATION L.O.D.'s

☐ Post Office 1	☐ Police Station1	☐ Information Center 1	☐ Jail 1	☐ Bank 1	☐ Store 1	☐ Hospital 1
☐ Post Office 2	☐ Police Station 2	☐ Information Center 2	☐ Jail 2	☐ Bank 2	☐ Store 2	☐ Hospital 2
☐ Post Office 3	☐ Police Station 3	☐ Information Center 3	☐ Jail 3	☐ Bank 3	☐ Store 3	☐ Hospital 3
☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)

☐ Pizzeria 1	☐ Beach House 1	☐ Gas Station 1	☐ Race Track pit 1	☐ Race Track Bleachers 1
☐ Pizzeria 2	☐ Beach House 2	☐ Gas Station 2	☐ Race Track Pit 2	☐ Race Track Bleachers 2
☐ Pizzeria 3	☐ Beach House 3	☐ Gas Station 3	☐ Race Track Pit 3	☐ Race Track Bleachers 3
☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)

☐ Residential Home 1- 1	☐ Residential Home 2- 1	☐ Residential Home 3- 1	☐ Residential Home 4- 1	☐ Residential Home 5- 1
☐ Residential Home 1- 2	☐ Residential Home 2- 2	☐ Residential Home 3- 2	☐ Residential Home 4- 2	☐ Residential Home 5- 2
☐ Residential Home 1- 3	☐ Residential Home 2- 3	☐ Residential Home 3- 3	☐ Residential Home 4- 3	☐ Residential Home 5- 3
☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)

VEHICLE L.O.D.'s

☐ Car 1	☐ Motorcycle 1	☐ Formula One Car 1	☐ Jetki 1	☐ Bike 1	☐ Skateboard 1	☐ Helicopter 1
☐ Car 2	☐ Motorcycle 2	☐ Formula One Car 2	☐ Jetski 2	☐ Bike 2	☐ Skateboard 2	☐ Helicopter 2
☐ Car 3	☐ Motorcycle 3	☐ Formula One Car 3	☐ Jetski 3	☐ Bike 3	☐ Skateboard 3	☐ Helicopter 3
☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)

ENVIRONMENT L.O.D.'s

☐ Palm tree 1	☐ Flowers 1	☐ Tree 1-1	☐ Tree 2-1	☐ Bush 1	☐ Rocks 1	☐ THE ISLAND	☐ texture
☐ Palm tree 2	☐ Flowers 2	☐ Tree1- 2	☐ Tree 2-2	☐ Bush 2	☐ Rocks 2	☐ THE WATER	☐ texture
☐ Palm tree 3	☐ Flowers 3	☐ Tree1- 3	☐ Tree 2-3	☐ Bush 3	☐ Rocks 3	☐ THE SKY	☐ texture

STREET L.O.D.'s

☐ Stop sign 1	☐ No left turn sign 1	☐ No right turn sign 1	☐ Parking sign 1	☐ Bike path sign1	☐ One way sign 1	☐ Mailbox 1
☐ Stop sign 2	☐ No left turn sign 2	☐ No right turn sign 2	☐ Parking sign 2	☐ Bike path sign 2	☐ One way sign 2	☐ Mailbox 2
☐ Stop sign 3	☐ No left turn sign 3	☐ No right turn sign 3	☐ Parking sign 3	☐ Bike path sign 3	☐ One way sign 3	☐ Mailbox 3
☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)	☐ Texture Map(s)

☐ Traffic Light 1	☐ Street Light 1	☐ Railings 1	☐ Flags 1	☐ Bridge 1-1	☐ Bridge 2- 1	☐ THE ROADS	☐ texture/lines
☐ Traffic Light 2	☐ Street Light 2	☐ Railings 2	☐ Flags 2	☐ Bridge 1-2	☐ Bridge 2-2	☐ Tunnels	☐ texture/ cross walk
☐ Traffic Light 3	☐ Street Light 3	☐ Railings 3	☐ Flags 3	☐ Bridge 1-3	☐ Bridge 2-2		☐ Texture/stop

☐ Race Track light1	☐ Race map 1	☐ Buoy 1-1	☐ Buoy 2-1
☐ Race Track light2	☐ Race map 2	☐ Buoy 1-2	☐ Buoy 2-2
☐ Race Track light3	☐ Race map 3	☐ Buoy 1-3	☐ Buoy 2-3

CHARACTER L.O.D.'s

- ☐ Infomaniac 1
- ☐ Infomaniac 2
- ☐ Infomaniac 3
- ☐ Texture Map(s)

- ☐ Nick Brick 1
- ☐ Nick Brick 2
- ☐ Nick Brick 3
- ☐ Texture Map(s)

- ☐ Nora Brick 1
- ☐ Nora Brick 2
- ☐ Nora Brick 3
- ☐ Texture Map(s)

- ☐ The Brickster 1
- ☐ The Brickster 2
- ☐ The Brickster 3
- ☐ Texture Map(s)

- ☐ Pepper 1
- ☐ Pepper 2
- ☐ Pepper 3
- ☐ Texture Map(s)

- ☐ Mama B. 1
- ☐ Mama B. 2
- ☐ Mama B. 3
- ☐ Texture Map(s)

- ☐ Papa B. 1
- ☐ Papa B. 2
- ☐ Papa B. 3
- ☐ Texture Map(s)

- ☐ Generic guy 1
- ☐ Generic guy 2
- ☐ Generic guy 3
- ☐ Texture Map(s)

- ☐ Generic girl 1
- ☐ Generic girl 2
- ☐ Generic girl 3
- ☐ Texture Map(s)

- ☐ Baseball hat 1
- ☐ Basebal hat 2
- ☐ Baseball hat 3
- ☐ Texture Map(s)

Torso textures for:

- ☐ Race car driver
- ☐ Gas station
- ☐ Hospital Dr.
- ☐ Post office
- ☐ banker
- ☐ beach
- ☐ misc 1
- ☐ misc 2
- ☐ misc 3

- ☐ Helmet 1
- ☐ Helmet 2
- ☐ Helmet 3
- ☐ Texture Map(s)

- ☐ Wig 1-1
- ☐ Wig 1-2
- ☐ Wig 1-3

- ☐ Wig 2-1
- ☐ Wig 2-2
- ☐ Wig 2-3

- ☐ Shark 1
- ☐ Shark 2
- ☐ Shark 3
- ☐ Texture Map(s)

- ☐ Cat 1
- ☐ Cat 2
- ☐ Cat 3
- ☐ Texture Map(s)

- ☐ Bird 1
- ☐ Bird 2
- ☐ Bird 3
- ☐ Texture Map(s)

- ☐ Dog 1
- ☐ Dog 2
- ☐ Dog 3
- ☐ Texture Map(s)

OTHER L.O.D.'s

- ☐ Telescope/vista point 1
- ☐ Telescope/vista point 2
- ☐ Telescope/vista point 3
- ☐ Texture Map(s)

- ☐ Building base : 2 stud wide 8 lenght 1-1(for targets)
- ☐ Building Base 1-2
- ☐ Building Base 1-3
- ☐ Texture Map(s)

- ☐ Building base : 4 stud wide 16 lenght 2-1(for targets)
- ☐ Building Base 2-2
- ☐ Building Base 2-3
- ☐ Texture Map(s)

- ☐
- ☐
- ☐
- ☐

- ☐ Table 1
- ☐ Table 2
- ☐ Table 3

- ☐ Chair 1
- ☐ Chair 2
- ☐ Chair 3

- ☐ Umbrella 1
- ☐ Unmbrella 2
- ☐ Umbrella 3

- ☐
- ☐
- ☐
- ☐

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- ☐
- ☐